

PLAYzine

Free Magazine for Handheld and Wii Gamers. Pass it on to your friends and family

PREVIEWED!



Iron man 2

REVIEWED!

RED STEEL 2

New and improved

PREVIEWED!



LEGO HARRY POTTER YEARS 1-4

Going Potter potty!

REVIEWED!

alice in wonderland

Curiouser and curiouser...

EXCLUSIVE!

EXCLUSIVE: PRINCE OF PERSIA: THE FORGOTTEN SANDS

Preview, exclusive shots and interview! Find out all about the Prince's latest adventure inside

REVIEWED!



**SONIC
CLASSIC
COLLECTION**

The blue hog races onto the DS!

FIRST LOOK!



Disney EPIC Mickey

The mouse that roared!

WELCOME



We love it when a game exceeds our expectations, and that's exactly what Red Steel 2 managed to do. Find out why in this month's review. Also, looking forward, it looks like May's going to be great for games, as both the new Prince of Persia game and LEGO Harry Potter hit the consoles that month. Now *that's* magic!

Dean Mortlock, Editor
HGZine@gamerzines.com

DON'T MISS THIS!

CHECK THIS!



Andy Griffiths
Andy came back from Canada without any gold medals, sadly. We sent him back until he could find one.



LEGO Harry Potter years 1-4

Harry Potter + LEGO + game = a magical match?



Red Steel 2

New and very much improved



Fragile Dreams

A game full of Eastern promise



David Scammell
David went down the rabbit hole, and hasn't been seen since.



QUICK FINDER

Every game's just a click away!

PREVIEWS

NINTENDO WII
Disney Epic Mickey
Tournament of Legends
Prince of Persia
LEGO Harry Potter:
Years 1-4
Metroid: Other M

Tiger Woods
PGA Tour 11

NINTENDO DS
Dementium 2

Sony PSP
Iron Man 2

REVIEWS

NINTENDO WII
Red Steel 2
Fragile Dreams:
Farewell Ruins of
the Moon

NINTENDO DS
Sonic Classic Collection
Alice in Wonderland



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Prince of Persia: The Forgotten Sands

Get ready for adventure, with the Prince's biggest game yet!



AVAILABLE
MARCH
26
2010

REDSTEEL 2

FOR COLD-BLOODED ACCURACY



PLAYBACK OPTIONS:



Designed exclusively for
Wii MotionPlus™



Wii™



LICENSED BY

Nintendo®



CONTROL →



info

FROM: Disney Interactive
A BIT LIKE...
 Kingdom Hearts
WEB: <http://buenavistagames.go.com>
OUT: October



EPIC Mickey

Disney, but not as you know it

WHAT'S THE STORY?

Exclusives don't come any bigger than this: a collaboration between Disney and one of gaming's most creative figureheads Warren Spector. As the creator of Deus Ex, this third-person action title is a dramatic change from anything which has appeared on the Wii. And don't worry, as it's already looking stellar. The plot is centred on a maniacal rabbit named Oswald, who wants to carry out vengeance on an unsuspecting Mickey after he was



Latest News

sidelined as the giant company's mascot way back in 1927.

WHAT DO WE KNOW SO FAR?

Disney's entire back catalogue is being harvested for this ambitious project, yet they all are slightly twisted by their surroundings as they've all been thrust into a universe filled with forgotten cartoon characters.

WHEN DO WE GET MORE?

Very soon! Disney are looking to update their mousey mascot to the 21st century, and Epic Mickey will be the first step in that challenging undertaking.

ANYTHING ELSE THAT WE SHOULD KNOW ABOUT?

Seeing a mechanical Donald Duck which players have to put together was a big highlight and proves that Spector has all the creative control he needs. Keep an keen eye on this one.



Graphics are vibrant and colourful, yet the atmosphere is dark and menacing.



Best Bit

Moral choices will also feature heavily in the gameplay, giving the players the choice of either repainting the world using the Remote or destroy it with paint thinner. Mickey's appearance and who he can team up with is dependent on which course players take, so be sure to choose wisely.



Armed with only paintbrush and thinner, Mickey has to be creative to save his friends.





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PLAYBACK OPTIONS:

EXCLUSIVE TO **Wii**™

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CONTROL →



info

FROM: High Voltage Software
A BIT LIKE... Tatsunoko vs Capcom
WEB: www.sega.co.uk/games/tournament-of-legends
OUT: May



TOURNAMENT OF LEGENDS

Clash of the Titans

WHAT'S THE STORY?

Ancient Rome should provide great videogame fodder but for some reason developers have shied away from using the world's oldest fables for inspiration. Not High Voltage though, as the makers of Conduit want to tick off another genre in their Wii resume and corner the beat-'em-up market. They'll have some pretty stiff competition though, especially after the excellent Tatsunoko vs Capcom emerged last month. But with Herculean warriors in tow, the Wii's best fighter may have a new challenger.

WHAT DO WE KNOW SO FAR?

At time of writing the final roster of fighters is still under wraps, but the same cannot be said for the revolutionary fighting system. Playing very much like a hybrid between traditional weapon-based fighters such as Soul Calibur, this title also takes inspiration from Punch Out!! as well. Gamers need to block, charge and use

special attacks to defeat opponents, with the victor only being decided once a participant is defeated three times in two 90-second rounds.

WHEN DO WE GET MORE?

Tournament of Legends had a big presence at this year's Games Developer Conference and with SEGA now publishing the title, coverage is sure to be everywhere before it finally appears in May. Expect April to be bring many new details – and a full preview in the next issue of PlayZine.

ANYTHING ELSE THAT WE SHOULD KNOW ABOUT?

High Voltage will be using the same engine which was utilised in The Conduit, so expect impressive visuals and a fair amount of gore to sell the mythical setting. You'd also be wise to expect plenty of homages to muscle-bound hero movies such as 300 and Gladiator as well, including similar bone-crunching combat. 🩸

Latest News



Nobody messes with Gary the Minotaur, especially when he's had to get up early.



Best Bit

The weaponry is absolutely brutal, featuring heavy maces, shiny swords and sickeningly sharp axes. Players are able to swing the Remote and Nunchuk vertically and horizontally for devastating attacks. Nintendo's classic controller is also supported.



Some helmet designs really are timeless.





PLAYBACK OPTIONS:

DJ HERO™

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PlayStation 2

PS3



Wii

XBOX 360

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CONTROL →



info

FROM: SouthPeak

A BIT LIKE...

Resident Evil:

Deadly Silence

WEB: www.dementium.com

OUT: May



Dementium 2

Things are going to get spooky...

WHAT'S THE STORY?

The original Dementium was by far the scariest game on the DS, flanked by some impressive tech which featured smooth visuals, a stable frame-rate and excellent sound design. Thankfully, this scary adventure is set for a comeback with a whole array of improvements based largely on criticisms received about the first game.

WHAT DO WE KNOW SO FAR?

The plot carries on directly from the original, with you playing as William, an unfortunate soul who wakes up in a prison cell not knowing what's going on or how he got there in the first place. Thankfully playing the original isn't a prerequisite, as everything is explained as you progress through the game. It's a typically unnerving beginning too, the type of which this series has become known for.

Reality literally tears away in front of poor old Bill, transporting him to an alternate dimension where he's greeted

by mean mutants and blood-spewing monsters, which as you would imagine is unsettling to say the least.

WHEN DO WE GET MORE?

Dementium 2 has been playable since last year, and since then Renegade Kid (the game's developers) has been making plenty of tweaks and refinements. The original was a surprise hit on the DS, so expect to hear plenty more about this survival horror before its release in May.

ANYTHING ELSE THAT WE SHOULD KNOW ABOUT?

Everything runs at a smooth 60 frames-per-second, and this time around gamers will be able to handle more than one object at a time – which is a definite improvement over the original. Headphones are also a must while playing this scary sequel too, as the tinny speakers on the DS don't do justice to the various unsettling noises and sound effects attacking your ears. Eek! 🩸

Latest News



Following a trail of blood is never a good sign, especially when it leads into a church.



Best Bit

If you're going to Hell, it would be easy to expect a fair few monsters on the way and thankfully Dementium 2 doesn't disappoint. Packing razor-sharp claws and a scream to wake up all the demons in the underworld, it's best not to take too long dispatching this vicious vixen.



Well, if you won't slay the demons, who will?

MONSTER HUNTER TRI

FROM: Capcom OUT: April

The smash-hit Monster Hunter series is pushing Pokémon-levels of success over in Japan, but has so far failed to ignite the same level of excitement among the Western world. It's not particularly difficult to see why – the game's dungeon-crawling, loot-heavy, time-consuming premise is hardly the kind of stuff that makes the modern action gamer tick. But Capcom is looking to change that with the Wii version, which promises a free online multiplayer mode and Wii Speak compatibility.



VALKYRIA CHRONICLES 2

FROM: SEGA OUT: Summer

Following its widespread critical acclaim and cult following on PS3, the PSP follow-up to Valkyria Chronicles is one of the most anticipated titles on Sony's handheld in a long time. Though its cutesy visuals may suggest otherwise, Valkyria's tactical, turn-based RPG elements and ethnic cleansing-alike premise make this a game more suited to an older crowd than you might think. Definitely one to watch.



WarioWare: DO IT YOURSELF

FROM: Nintendo OUT: April

At a time when everyone else seems to be looking at emulating Nintendo's success, the Big N themselves have looked to their competitors for inspiration for the latest WarioWare title, bundling the 'Play, Create, Share' thesis into the series' deliciously whacky mini-game shell. DIY lets you create your own microgames, then, before sharing them with your friends via Nintendo's WiFi connection. But even if you're not one for creativity, the 90+ games bundled onto the cart should be plenty to keep you going.



SONIC THE HEDGEHOG 4: EPISODE 1

FROM: SEGA OUT: Summer

Sonic The Hedgehog 4. Sorry, we just had to emphasise the importance of that number. Returning to his roots after 16 years of (unsuccessfully) experimenting with 3D, Sonic's homecoming to side-scrolling platforming is one of the biggest stories so far this year. There's still very little known other than the fact that it's a downloadable title through WiiWare, but regardless, Sonic 4 is definitely one of our most wanted titles of 2010.



FUTURE RELEASES

More games heading your way in the not-so-near future

MGS: Peace Walker
PSP
June

Vacation Isle
Wii
June

Tiger Woods PGA Tour 11
Wii
July

Persona 3 Portable
PSP
July

Ace Combat: Joint Assault
PSP
Summer

Dragon Quest IX
DS
Summer

Kingdom Hearts: Birth by Sleep
PSP
Summer

info



FROM: Ubisoft
A BIT LIKE: Prince of Persia
WEB: www.princeofpersia.com
OUT: May



Ducking is usually recommended here.

"THE FORGOTTEN SANDS IS A BRAND-NEW ORIGINAL EXPERIENCE 'BUILT FROM THE GROUND UP'"

PRINCE OF PERSIA: THE FORGOTTEN SANDS

EXCLUSIVE SHOTS!

The Prince goes back to his roots, and it's fantastic!

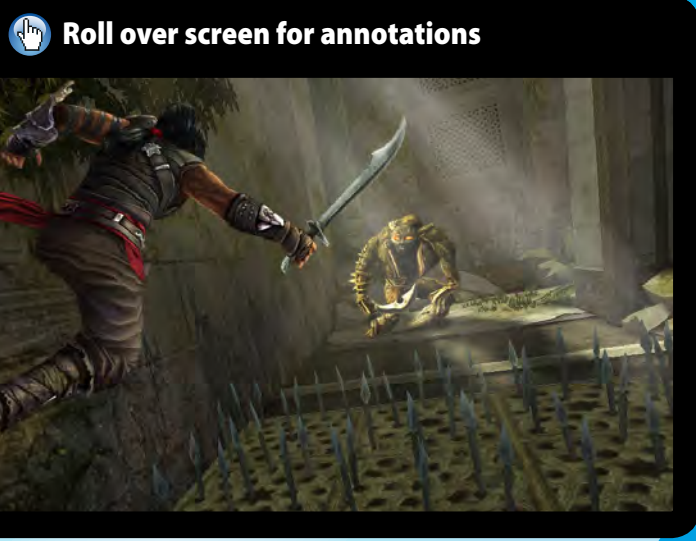
It's tough to admit to a mistake. Really tough. But if any company in the game development world is prepared to do it, then it's Ubisoft. The previous addition to the Prince of Persia series appeared on Xbox 360 and PS3 and disappointed a great number of players by being far too easy and unengaging. So, like the Prince himself, Ubisoft is hitting the rewind button and heading back to a better time.

Yes, the Prince is indeed going back to Persia, and he's taking his sands with him. And despite the upcoming movie, this is no tie-in. Ubi is adamant that The Forgotten Sands is a brand-new original experience 'built from the ground up' (whatever that means), which utilises both the Wii's exemplary motion controls and the Prince's new-found elemental abilities – it's not just time that the Prince can manipulate.

Many puzzles and environmental hazards require you to take control of

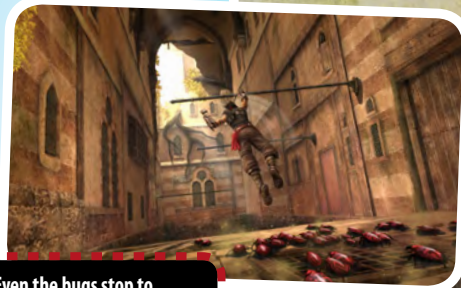
water and wind as well as mastering your considerable athletic prowess. One devious puzzle sees the Prince having to actually freeze large bodies of water in order to progress.

The Prince has to use levers to activate water jets, which he then freezes to use as poles to spin on and then get to higher ground. It's fantastically inventive, and the exact type of thing that made the modern Prince of Persia games so appealing in the first place. That, combined with the



Roll over screen for annotations

info



Even the bugs stop to watch your heroic athletics.



Graphically, it doesn't get much better than this on the Wii.

"THE FORGOTTEN SANDS IS SHAPING UP LIKE A REAL RETURN TO FORM"

→ time-rewind mechanic that single-handedly eliminates the frustration associated with platforming, means that The Forgotten Sands is shaping up like a real return to form.

The final thing to get excited about is combat, which is where the motion controls start to come into their own. Unlike the previous Prince of Persia game, which featured solely one-on-one battles against strange beasts,

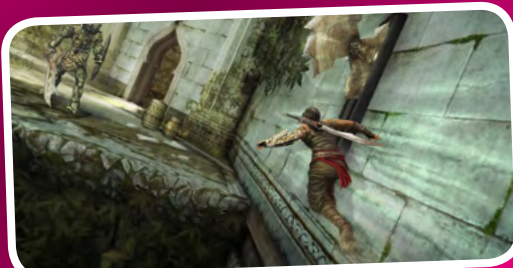
The Forgotten Sands goes back to the Sands Trilogy's multi-enemy battles, with even more enemies on screen than ever before, and a slicker, smoother system for moving between them and slicing them up. Motion control is tight and intelligent too, so you won't be hindered by inaccurate swings of your Remote.



Fancy a massive dramatic boss? You got it!

Best Bit

The water-based puzzles are genius. The Prince gains the ability to solidify water, and after some early fun with an ice-trail attack, it's on to the real business of puzzle solving. One fantastic puzzle sees the Prince solidifying jets of water, using them as vaulting poles, then pulling levers to do it all over again. Brilliantly inventive stuff



WHICH CONSOLE?

Which will you choose?



Wii Like it

PSPrince

DS-ANDS OF time

Wii Like it

As you would expect, the Wii version is the strongest of the three visually, and its motion controls make the combat more kinetic and enjoyable. Could be the best version out there.

Ultimately, our initial impression is that The Forgotten Sands could well be everything that dedicated Prince of Persia fans have been clamouring for, and there's not a bare-chested Jake Gyllenhaal in sight...

HOW READY

HOW GOOD



A return to form for the Prince? Very possibly

interview

PRINCE CHARMING!

It's been three years since Ubisoft gave us a **Prince of Persia** game, so what have they learnt in that time? We thought the best people to ask would be the guys who actually wrote it, so that's exactly what we did...



They never used locks and keys in the old days. This is how you opened doors back then.



The PSP version looks beautiful and moves like a dream.



EXCLUSIVE SHOTS!

Will the Prince of Persia film coming out this year, why not produce a game based on that?

The game has actually been in development for about two years now, and while it does release in the same month as the movie, they are not linked to each other. Returning to this series is something that we've had in the pipeline for quite a long time now, and although Disney's movie is based on the overall Prince of Persia universe, with *Forgotten Sands* we've taken the opportunity to go back to the series' roots.

We felt there was still much left to explore with the game, especially during the seven-year gap between *Sands of Time* and *Warrior Within*. *Forgotten Sands* chronicles one of the stories during that period and partially helps bridge the gap between those two games.

Can you explain how *Forgotten Sands* sits in the time-frame with previous Prince of Persia games?

The events of *Forgotten Sands* unfold

during the Sands of Time trilogy released on the previous generation of console. To be exact, the game follows one of the Prince's adventures during the seven-year gap between *Sands of Time* and *Warrior Within*. As such, *Forgotten Sands* does not impact the stories of each game but rather chronicles the Prince's expeditions during this time period, narrating one part of these untold tales.

Does the storyline differ between the various versions of the game?

Ubisoft has developed different versions of *The Forgotten Sands* for Wii, DS and PSP, each built from the ground up to cater to the strengths of the individual consoles. The stories all fit into the time period between *Sands of Time* and *Warrior Within*, but the different versions all have their own unique adventure and individual story.

The Wii version has been developed at Ubisoft's Quebec City studio and

introduces players to a brand-new storyline, complete with new characters and powers that transcend both nature and time. The PSP version is a side-scrolling adventure that sits just before *Forgotten Sands* chronologically, and offers players a



interview



Biggest boss battles in the series so far, apparently.

“PLAYERS WILL BE ABLE TO USE THE DSI’S BUILT-IN CAMERA TO UNLOCK FOUR LARGE HIDDEN LEVELS”

→ INTERVIEW CONTINUED

classic mix of acrobatics, combat and puzzles, while the DS version takes what fans love about Prince of Persia



and combines it with the features and capabilities of the Nintendo DS for a totally new experience in a stylised version of the universe.

The combat system was pretty perfect in previous Prince of Persia games, so how are you planning on improving on it?
The introduction of the new Sand Powers in Forgotten Sands has offered us some great opportunities in terms of innovating combat. The Prince will possess supreme mastery over his environment and enemies, and by manipulating his power over sand, the player will uncover new means of tackling foes and discover areas to explore that will only be accessible by wielding his new powers, skills and abilities.
The Wii version also offers the opportunity to tackle enemies with a

friend, in the first co-op experience for Prince of Persia, and there are epic moments which will have fans on the edge of their seats as the Prince battles huge bosses and mythical creatures – the scale of the battles that you’re going to be involved in when playing The Forgotten Sands are on a level that have not been seen in the series so far.

Graphically, do you feel you’ve pushed the DS, PSP and Wii as far as they can go?
Every version of the game has been built from the ground up in order to make the most of each console’s capabilities. On the Wii, the Ubisoft Quebec team has designed an experience that utilises advanced technologies to deliver one of the smoothest, clearest and impressive graphical experiences ever achieved on

the console, which we are extremely proud of.
The PSP version of The Forgotten Sands, also from the Quebec team, utilises the handheld’s capabilities to deliver one of the smoothest, clearest, and impressive side-scrolling 3D experiences out there. Fans of the franchise will experience a thrilling story, mystical destinations and unforgettable battles in everything from oasis-filled canyons to ethereal planes.
Again, with the DS version, the team has sought to play to the console’s strengths, with a stylised art direction, and cartoon-like visuals. Players will also be able to use the DSI’s built-in camera to unlock four large hidden levels with their own customised backdrop. 🗡️



Could this be the best Prince of Persia game on the PSP so far?



FROM: Ubisoft
A BIT LIKE: Prince of Persia Rival Swords
LINK: www.princeofpersia.com
ETA: May



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info



FROM: Warner Bros.

A BIT LIKE... LEGO Star Wars, LEGO Batman

WEB: <http://games.kidswb.com/official-site/lego-harry-potter>

ALSO ON: DS, PSP

OUT: May



LEGO HARRY POTTER: YEARS 1-4

Abrickadabra!

While there's no denying that LEGO Batman and LEGO Indiana Jones were both good games, neither of them managed to reach the dizzy heights of the LEGO Star Wars games. It just seemed that the Star Wars games were perfectly suited to the brick-building (and destroying) subject matter – the Force powers of the Jedi characters certainly helped with this.

Which leads us nicely to LEGO Harry Potter: Years 1-4, the latest in the hugely popular LEGO games series. But why should you be excited? Ah, that's easy to answer. Following on nicely from the Star Wars games, you'll once again be able to use magic to manipulate the LEGO bricks into different shapes. And, as Harry, Ron, Hermione and the rest of the gang develop as wizards and witches, then their abilities will also improve,

unlocking new and more powerful spells as you go.

There's also much more of an emphasis on exploration this time, with the majority of the game centred around the Hogwarts school. That's not to say though that you'll be stuck in school 24/7, as confirmed extra locations include the town of Hogsmeade and Diagon Alley.

As we said, you'll begin the game with just the basic arsenal of spells. As you progress through the game, you'll unlock fan favourites like Wingardium Leviosa which, like the Force powers of the Star Wars games, allows you to lift up LEGO bricks and rearrange them into different shapes. Another spell, Immobulus, will freeze any character it comes into contact with.

Speaking of characters, there will be 140-plus to unlock. Aside from the more traditional ones, you'll also be

Don't worry, there'll be plenty of puzzles to keep you busy.



Remember this part from the books? There's plenty of moments like this.

info



"FANCY A QUICK
GAME OF QUIDDITCH?
YOU'LL BE ABLE TO
DO THAT, TOO"



You'll be able to explore the town of Hogsmeade later in the game.

→ able to unlock playable versions of Dobby, Fang, Buckbeak and even Centaurs.
Fancy a quick game of Quidditch? You'll be able to do that, too. Flying is

handled well in LEGO Harry Potter, with the Left stick controlling horizontal movement and the Jump button allowing you to alter the height. In practice this should work very well, and there's every indication that different characters will have varying flying abilities – with Quidditch Captain Harry being one of the best in the air.

Tom Stone, the Managing Director of Traveller's Tales (the game's developers) said recently: "There is going to be many many moments that you'll be so familiar with that you will just laugh out loud at some of the antics of these wonderful LEGO Harry Potter characters."

In the video we saw, we witnessed Harry racing in a Quidditch match to avoid a Bludger while chasing the Snitch. Crash-landing, Harry then taps the side of his head to knock out the

Roll over screen for annotations



HP SORCERY

Three reasons LEGO HP will rock!



MAGIC

FIGURES

HOGWARTS

MAGIC

As you'd expect, there's plenty of chances to use magic in LEGO Harry Potter, but the characters in the game will develop over time. This means that bigger and better spells are unlocked as you play, allowing you to access new sections of the game.

Snitch from his ear. Then we flicked to Hagrid building up a wall from LEGO to allow access to Diagon Alley. With that kind of attention to detail and the wonderful Harry Potter universe behind it, how can this game possibly be anything less than magical? 🧙

HOW READY

HOW GOOD



Could easily be the best LEGO game yet

info



FROM: SEGA
A BIT LIKE... Iron Man,
Spider-Man
WEB: [www.sega.com/
games/iron-man-2](http://www.sega.com/games/iron-man-2)
OUT: May



Shiny shiny Iron Man. He can do what no-one can.



It's generally believed that, in gaming terms, you can't beat a big explosion.

IRON MAN 2

System of a Downey

Let's be totally honest for a second. Sega's first Iron Man game really wasn't much cop. The early videos promised thrilling aerial chases, grabbing missiles and throwing them at bad guys and zooming through the air like a metallic boomerang, but the game itself, well, it was pretty rubbish. And hugely boring. Sorry, SEGA.

Iron Man 2, though could (and should) be better. A lot better. Let's break down the facts: instead of religiously following the story of the movie, this videogame sequel has its own plot penned by comicbook veteran and awesomely named Matt

Fraction, who's been put in charge of creating a story that ties in with the film, but ultimately is its own beast.

You'll be fighting enemies that aren't in the movie like Crimson Dynamo, as well as Mickey Rourke's badass character – known as Whiplash, for reasons that become clear when you've seen the film – and other famous names from the Iron Man universe.

It's all about Tony Stark and his desire to better the world by flooding it with better technology. Sadly, not everyone agrees with his vision of the future, and try to stop the wise-cracking billionaire, so you have to suit



This time Iron Man doesn't have to fight alone...

up, take to the skies and use the Wii Remote and Nunchuk to soar through the clouds and bring fiery missile-based death to your enemies.

So here's hoping that it's better than the original. To be honest, it can't be much worse. 🦾

STARK RAVING

Getting suited and booted



SPIDER-man

SHAKE it

smokey JOE

SPIDER-MAN

Not sure who or what this is, but what we do know is that Tony Stark – or Iron Man to his friends – is about to smash it up with a selection of missiles. Good man.

HOW READY

HOW GOOD

Ruling with an iron fist?

info



FROM: Nintendo
A BIT LIKE... Metroid
Prime, Ninja Gaiden
WEB: www.metroid.com
OUT: Autumn



METROID: OTHER M

When Samus met Ninja Gaiden

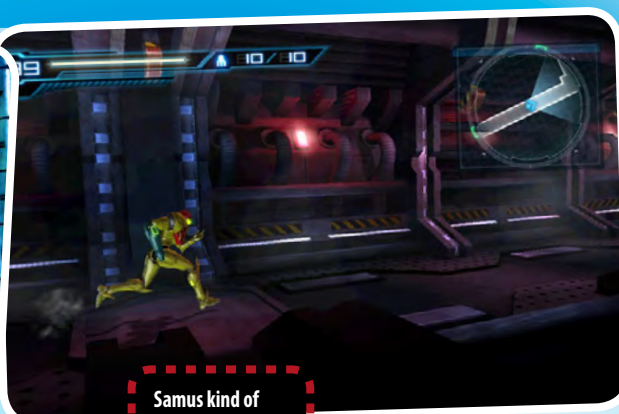
Fans of the tremendously slick and entertaining Metroid Prime series might be a little surprised by Samus' latest adventure. This isn't the atmospheric first-person shooter/adventure we're used to. Not at all, in fact. Metroid: Other M... well it's something very different indeed. For starters, it's not being built by the smart minds of Retro studios. No, instead, development duties have been handed to Koei/Tecmo and Team Ninja, the guys behind the ultra-hardcore (and ultra-violent) Ninja Gaiden series, as well as the Dead or

Alive fighters. And when you look at the screenshots that we've lovingly scattered around this page, that starts to make a lot of sense. This is a third-person Metroid adventure, for starters, the first of its kind since the Zero series on GBA. There's a much stronger focus on combat, with Samus not only capable of blasting away at her foes, but also getting in close and personal and laying the smack down. Metroid: Other M also looks amazing, one of the sharpest Wii

games around, with huge screen-filling enemies, beautifully slick and smooth animation and some fantastic lighting and particle effects. This is what happens when teams really harness the hidden power of the Wii. Do you know what the best news of all is though? It's out much sooner than you think. Nintendo of America has announced a June release date for Metroid: Other M in the States, and while it doesn't have a confirmed date for these fine shores just yet, it's surely not going to be much further behind.



Standing on the shoulders of green giants



Samus kind of looks like a Nice n Spicy Nik Nak.



Spot the difference...

We Get ARAN

What to expect



- DIFFERENT LOOK
- LOOK AROUND
- NINJA TOWN

DIFFERENT LOOK

Recent Metroid adventures have all taken place in the first-person, so it's a bit of a shocker to actually be able to see Samus this time. It changes the gameplay quite a lot too, meaning that Metroid Other M will be far more combat focused than previous titles.

So it won't be long before you're strapping on your Zero suit and hunting Metroids again. Awesome. 🦾

HOW READY



HOW GOOD



Samus looks as good as ever

info



FROM: Ubisoft
A BIT LIKE... The Conduit
WEB: www.redsteelgame.com
PRICE: £39.99
PEGI AGE RATING: 16+



Red Steel 2

Ubi's Wild Wild East shooter/sword-slinger offers a wild ride!

While we still can't wait for the genius that would be a Star Wars-based lightsaber-'em-up, the rootin' tootin' good fun of Red Steel 2 quenches our thirst for a first-person sword-slinger quite admirably.

At its core, Red Steel 2's design is fairly simplistic, throwing the player into a variety of locations set within the stunningly designed Feudal

Japan-meets-Spaghetti Western city of Caldera, and tasking them with a variety of quests. Quests can be relatively basic – be it defeating a certain amount of rival gang members, activating generators or communication towers, or blowing up enemy vehicles, but while that might sound particularly exciting, a large part of Red Steel 2's fun actually comes from combining your skills in the

fantastic – and frighteningly accurate – sword-swinging and gun-slinging.

Switching between swiping with your katana and shooting with your revolver is amazingly fluid, and as you unlock new moves and become adept with the intuitive control scheme, the empowering, and utterly delightful, sensation of feeling like an unstoppable badass slowly starts to creep in. In fact, the combat is so much fun that it's difficult to find fault with Ubi's use of the MotionPlus at all.

Rectifying all of the original's mistakes, not only is Red Steel 2 another title for MotionPlus owners to get excited about, but also the best first-person shooter you'll find on Wii so far.

Briefly speaking

Putting right all of the mistakes found in the original, Red Steel 2's wonderfully intuitive control system offers up some gloriously fluid sword-swinging and gun-slinging. Great fun!

The art style is stunning and the game features some great interactive cut-scenes.



TOP TIP



Combining moves to create killer combos is vital to surviving Red Steel 2's Wild Wild East. A top move of ours is using our gun to cap the enemy in the knee before dashing forward and delivering a crushing vertical slice with our sword.



Because there's no cover system, learning to parry is vital to surviving.



The armour found on the bigger enemies means that you'll need to hit them with more powerful swipes.

PLAY TIME

HOURS

DAYS

WEEKS

DIFFICULTY

EASY

MEDIUM

ARRGH!

FUN FACTOR

DULL

COOL

YIPPEE!

VERDICT

Rootin' tootin' fun!

8

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info



FROM: SEGA
A BIT LIKE...

New Super Mario Bros.

WEB: www.sega.co.uk/games/sonicclassic

PRICE: £24.99

PEGI AGE RATING: U



SONIC CLASSIC COLLECTION

Sonic comes to the DS, but was it worth the wait?

This really is a classic case of you get exactly what you expect from the title – please note that we avoided saying ‘it does what it says on the tin’. Until now, anyway. Sigh.

Still, it happens to be true. This is a collection of classic Sonic games on one cartridge. And, aside from a few occasional dips in the framerate (meaning that it gets a bit jerky from time to time) and graphics that don’t

quite match the original, you’re getting the original Sonic games in all their high-speed, coin-collecting glory – Sonic 1, 2, 3 and Sonic & Knuckles.

So far, so as you’d expect then, but you can’t help but feel that there’s no real thought been put into this collection. As these are just pure emulations, then there must’ve been some free space left over, so where were the bonus extras? The odd advertising video? Promo artwork?

History of the games? Anything. In fact, come to think of it, surely that extra space might’ve better been filled up with a couple more games!

Yep, the original Sonic games were fine and all, but we always had a soft spot for Sonic Spinball. And what about Sonic 3D?

Ultimately though, while there’s some enjoyment to be had from the compilation of Sonic games on offer here, true fans of the blue hedgehog will just wish that there was a bit more thought put into it. 🐾

BRIEFLY SPEAKING

Four classic Sonic games come to the DS as (almost) perfect conversations. As good as the games are, for the price we expected a couple more games – Sonic Spinball and Sonic 3D to name but two.

Dr. Robotnik makes an appearance at the end of each level as a boss character.



TOP TIP



Make sure that you explore the levels as thoroughly as possible. It may be tempting to rush through them as quickly as possible, but you’ll be missing out on loads of areas of the levels (and tons of rings) if you do.



SC
TIM
RINGS

Yep, it’s good enough, but it’d be even better with Sonic Pinball.

The graphics noticeably improve in the later games.



PLAY TIME

HOURS

DAYS

WEEKS

DIFFICULTY

EASY

MEDIUM

ARRGH!

FUN FACTOR

DULL

COOL

YIPPEE!

VERDICT

Could try harder

7

info



FROM: Rising Star Games
A BIT LIKE... Silent Hill: Shattered Memories
WEB: www.fragile-dreamswii.com
PRICE: £34.99
PEGI AGE RATING: 7+



FRAGILE DREAMS

Sweet dreams are made of this

From the stunning anime-influenced graphics to the haunting J-pop ballad about the moon, *Fragile Dreams* is, on the surface, a very typical adventure game from the Far East. Scratch below the surface a little though, and a very original and pleasing game reveals itself to you.

You play as Seto, a boy left on his own in a post-apocalyptic world. It's a familiar premise these days, but as you quickly discover, you're not the only survivor. In his quest for answers (and some fellow human company) you travel through a wide variety of locations, mixing

some neat gameplay touches with an interesting unravelling plot.

Initially, the most invaluable item in your backpack is your torch. The moody, subtly lit levels make the torch essential, especially as you'll need it to read the various messages left on the walls by the deceased. You also need to look out for memory items too, which when found trigger a short sequence showing the last memories of the object's previous owner. It's these items which will help you to piece together exactly what's happened – and you're place in it all.

Naturally, there are enemies to dispatch throughout the game. And

it's this that leads you to one of the game's few stumbling blocks: the combat system. While it is upgradeable, it's also disappointingly simplistic at the same time. Having said that, it's not something that'll spoil your enjoyment of the game too much, but considering the general layer of polish covering the rest of the game, it does feel like a bit of an afterthought.

Fragile Dreams is a stunner to look at, has a storyline that'll keep you hooked and is a joy to play. If you're looking for something a bit different to play, then this could be for you. 🍷



Ren is one of the first characters you'll meet in the game.

? QUICK QUIZ!

Believe it or not, but this guy's a shopkeeper!



As you can see, graphically *Fragile Dreams* is stunning.

BRIEFLY SPEAKING

A wholly original adventure game from Japan that mixes elements of survival horror, role-playing games and traditional Japanese anime to create effect. It's rated 7+ but there are various bits that might be scary for younger gamers.

	PLAY TIME			VERDICT Dream on!
	HOURS	DAYS	WEEKS	
	DIFFICULTY			8
	EASY	MEDIUM	ARRGH!	
	FUN FACTOR			
	DULL	COOL	YIPPEE!	

info



FROM: Étranges Libellules

A BIT LIKE... Ico

WEB: www.disney.co.uk/disneyinteractivestudios

PRICE: £29.99

PEGI AGE RATING: 7+



Alice in Wonderland

Alice shrinks down to DS

Alice in Wonderland is everything you'd expect a movie tie-in game *not* to be. It's clever, with the wonderful use of each of the four playable characters' special abilities, including the White Rabbit's time-bending skills and the Cheshire Cat's object manipulation offering plenty of opportunity for some fantastically well conceived puzzles; it's inventive, and its art style is terrifically charming, far more so than the average DS title, let alone the average movie game.

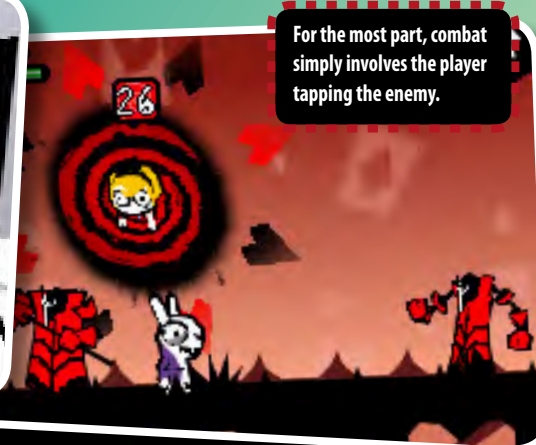
So Alice is quite the oddity then, and in more ways than one. Developers Étranges Libellules have made fantastic use of the source material to create a dazzling (and particularly peculiar) game world filled with intrigue and mystery, tasking the player to guide Alice through the various districts of the Underland, using Ico-style 'come' and 'wait' mechanics. Of course, it's worth pointing out that the game is based on Tim Burton's recent big screen showing rather than the original novel or animated Disney classic, so the

humour and direction is fairly dark – indeed, the game's tone may seem quite disturbing to particularly young players. Nonetheless, it's Alice's style and humour that helps keep it feel all the more compelling while distancing itself from the ten-a-penny cutesy platformers that litter the handheld.

Alice isn't perfect – the reliance on the touchscreen to perform specific actions can sometimes prove to be clumsy – but for all of its achievements and its addictive gameplay, this extraordinary and delightfully enchanting puzzle-platformer deserves to go down as a DS classic. 🍄

You'll have to pull Alice out of the Vortex before the timer hits zero.

Some of the visuals are wonderfully enchanting.



For the most part, combat simply involves the player tapping the enemy.



Briefly Speaking

An extraordinary puzzle-platformer based on Burton's recent movie with an incredible art style, bucketloads of charm and compelling gameplay. Unlike any movie licensed game you've ever played before.

PLAY TIME

HOURS

DAYS

WEEKS

DIFFICULTY

EASY

MEDIUM

ARRGH!

FUN FACTOR

DULL

COOL

YIPPEE!

VERDICT

Oddly entertaining

8

compo corner

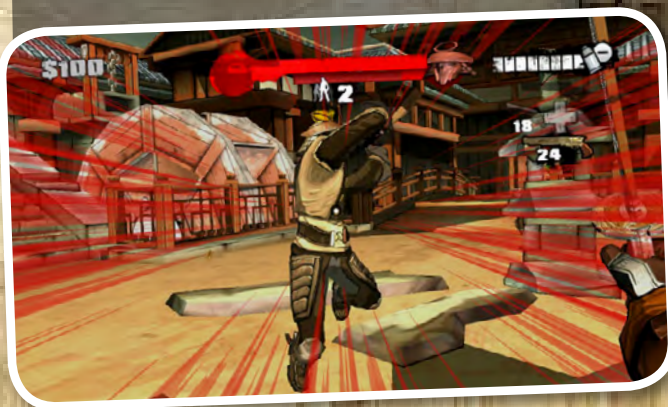
Want something for nothing? Then enter our fab competition!

Win yourself a copy of Red Steel 2

We always get an enormous warm glow when we're right about something, and as soon as we first saw the sequel to Ubisoft's original sword-wielding first-person adventure game, we knew that it would be a massive improvement over the original. And guess what? We were right.

Designed from the ground up to be a whole new game (and not forgetting MotionPlus support), Red Steel 2 slices, dices its way through a futuristic setting with stunningly accurate controls and amazing cel-shaded graphics.

Best of all though, you don't just need to take our word for it, as we've got five copies of the game up for grabs, and all you need to do to be in with a chance of winning one is answer the painfully simple question over on the right. Best of luck!



Competition closes 21/04/2010. See website for full T&Cs.



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